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Subject: Re: [PATCH v5 2/2] decrement static keys on real destroy time

Posted by [akpm](#) on Thu, 17 May 2012 17:02:53 GMT

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On Thu, 17 May 2012 13:52:13 +0400 Glauber Costa <glommer@parallels.com> wrote:

> Andrew is right. It seems we will need that mutex after all. Just this  
> is not a race, and neither something that should belong in the  
> static\_branch interface.

Well, a mutex is one way. Or you could do something like

```
if (!test_and_set_bit(CGPROTO_ACTIVATED, &cg_proto->flags))  
    static_key_slow_inc(&memcg_socket_limit_enabled);
```

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